PHANTASY STAR™ 2
PORTABLE
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CONTENT RATED BY
CONTENU EVALUÉ PAR
ESRB
SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

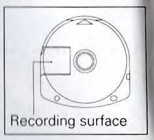
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Thank you for purchasing *Phantasy Star™ Portable 2*. Please note that this software is designed only for use with PSP® (PlayStation®Portable) system. Be sure to read this instruction manual thoroughly before you start playing.

Somewhere beyond the vastness of space, the mother sun and her three planets formed the Gurhal system. There dwelled the humans and their kin; beasts, newmen and casts. They struggled against a mysterious alien lifeform – the Seed, which pushed them to the edge of oblivion. But at long last, they overthrew the Seed, and banished it forever.

Three years have passed. Here in Gurhal the scars of war are everywhere. We are plagued by a lack of resources, but there is hope. We have a new theory of sub-space travel, making possible an exodus to the stars beyond. Our government, military and business leaders have joined in solidarity to make the dream of sub-space travel come true and bring a new future to Gurhal.

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Phantasy Star Portable 2* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

TITLE MENU

Press START during the title sequence to open the Title Menu and select from the following:

NEW GAME

Create a new player character and start a new adventure from the beginning. To create a character, follow the on-screen prompts to choose a race, gender, face, body type, clothing and voice before entering a name and Type. Only the selected Type will directly affect the gameplay. A MySynth which will support you in battle is also selected here. The name and Synth Type can be edited later. Proceed to Mode Select.

CONTINUE

Choose a previously created character to continue their adventure, and proceed to **Mode Select**.

SAVING CHARACTER DATA

A minimum of 650KB of free space is required on a storage media to store character data (4 character data slots). Note that character progress is not saved automatically. Saving can only be performed at the city via the **Main Menu**, and in designated save locations in the field.

To save the game in the city, press START to open the **Main Menu**, and select **System → Save**.

SWITCHING GAME MODE/CHARACTER

To change game mode or player character, press START to open the **Main Menu**, and select **System → Return to Title Menu**. Then select **Continue** to repeat the process as above.

IMPORT

Here you can import character and save data from other versions of the game. Please note that imported data cannot be used with previous versions of the game. However, the original data is not affected, so you can continue to play this with its original title.

- To import character data from *Phantasy Star™ Portable*, ensure the storage media containing the data is inserted before starting your PSP® system. Then from the **Title Menu**, select **Import → Import Character**, and then choose a character to import and a slot to save it to.
- To import a game started in the trial version, ensure the Memory Stick Duo™ containing the data is inserted before starting your PSP® system. From the **Title Menu**, select **Import → Import Trial Version Save Data**. Note that all 4 character slots (including empty slots) will be imported.

INSTALL

Save a portion of data as Install Data on a storage media to use in conjunction with the UMD® to speed up load times during gameplay. A minimum of 165MB of free space is required to create an Install Data, and this must be kept on the same Memory Stick Duo™ as the game's character data. Install Data must be activated by selecting **Main Menu → System → Options**, and setting **Install Data** to **ON**.

Installation takes approximately 10 minutes. Please use an AC Adaptor or ensure that there is sufficient battery remaining to prevent the PSP® system from powering down during this time.

TRIAL

Install a trial version to a storage media, allowing you to share a limited copy of the game with friends and play together. A minimum of 343MB of free space is required to install the trial. An additional 650KB of free space is required for save data.

- To play the trial version, from the **Home Menu** select **Game → Memory Stick™ → Phantasy Star Portable 2 Special Trial Version**.

Multiplayer games can be played between systems using the trial version, or a combination of trial and retail versions. Note however that in the latter case, there will be limitations on the availability of missions etc., and the leader must be playing the trial version. Online Multiplayer and Your Room are not available.

SELECT MODE

After selecting **New Game** or **Continue**, you will progress to **Mode Select**. Here you can choose from the following modes:

Story Mode	A structured game mode for one player. Follow the story to progress through the game.
Multiplayer	A free play mode for up to four players connected via Ad Hoc mode.
Online Multiplayer	A free play mode for up to four players around the world connected via Infrastructure mode.

Depending on mode, certain menus and other features will vary slightly.

CITY AREA

The City is where you spend time between missions. The main areas you can access are as follows:

LITTLE WING

This is the office of the mercenary group Little Wing. Here you can talk to other characters, and progress the story in Story Mode.

YOUR ROOM

This is your private space in which you can prepare for missions and invite registered friends as guests.

Common Storage	A place to store items and meseta, which can be accessed by all 8 characters.
Dressing Room	Change clothes/parts to customize your appearance.
Visiphone	A terminal for checking play results and achievements, the glossary, and entering passwords during campaigns.
MySynth	Waits in your room while you're in the city. Approach your MySynth and press the ⊗ button to learn about and access your room functions. It can also be added to your party and provide battle support, which will vary significantly depending on its part number. Check its status from the **Main Menu** under **Player Information → Stats**.
Guests	In Multiplayer and Online Multiplayer modes, you can visit the rooms of other players, or invite them to yours.

CAFE

Relax, trade items, and receive orders from clients.

Item Trader	Exchange items with registered friends. Both parties must approach the Item Trader, and select a friend to trade with, and an item to give. Details of the other party's item will be displayed. If both agree to the trade, it will go ahead. Note that some items cannot be traded or passed in the field.
Client Order	As the story progresses, clients in the cafe will start to offer missions you can accept. Currently accepted missions can be checked from the **Main Menu** under **Mission Data**. Approach the client again when the mission is cleared to receive your reward.

BATTLE AND STYLE SHOPS

Purchase items, weapons and services. Some shops allow you to sell items from Common Storage.

Weapon Shop	Buy weapons and Photon Art discs. You can also have your weapons strengthened* here.
Shield-Weave Shop	Buy Modules to equip to your Shield-Weaves and improve your defense parameters.
Item Shop	Buy recovery items, traps, and other useful items.
Sayo the Mystic	As the story progresses, the services of the mystic will be available a maximum of once per mission. The level of blessing will vary depending on how much you pay.

*A weapon can be strengthened up to 10 times. After this, an Extend Code item can be used to strengthen it further, but this will increase its LV and weapon grade, so you may find yourself temporarily unable to use it.

Interior Design	Buy reform tickets to decorate your room and upgrade your MySynth.
Salon	Change your character's appearance and voice.
Costume Shop	Buy clothing/parts, and make use of the Dressing Room.

PARTNER CHARACTER

You can invite characters you exchange Partner Cards with in Story Mode, as well as your MySynth, to join your party before embarking on missions. From the **Main Menu** select **Community → Party → Invite Partner**.

*Partner characters are not included in the number of party members set in **Party Settings** during Online Multiplayer games. The number should be set to reflect the number of human players.

PARTNER CHARACTER BEHAVIOR

Partner characters:

- Move with the player, but exercise some autonomy in battle and support roles. It's possible to issue instructions to them via Shortcuts.
- Will change level with the player character.
- Will recover after a period of time on becoming unable to fight. Can also be restored with recovery items. Even if the character becomes unable to fight, rank etc. will not decrease (with exception of certain story missions).
- Cannot pick up items and meseta.

MISSIONS

Tasks taken on by mercenaries are referred to as missions. Once accepted, take your party to the field where the mission will be carried out.

ACCEPTING MISSIONS

First proceed to your ship via the teleporter at the center of the city. There you can access the terminal to enter the **Mission Counter**. The party leader selects and begins the Mission, while other members simply select **Begin Mission**.

RETURNING FROM MISSIONS

If you clear, abandon or fail a mission (all players except partner character unable to fight) you will return to the ship. In some game modes and missions, you can return to the ship without losing your mission progress.

If you successfully clear the mission, the elapsed time, number of defeated monsters, and other information are factored into a rank from **C** (lowest) to **S** (highest). This rank together with mission difficulty determines your reward in meseta and items. Type Points (p.6) are also awarded for certain missions.

MISSION TYPES

For each mission there are specific entry conditions such as game mode, party members, LV etc. For the purpose of explanation, game mode limitations are represented below via the following icons.

S Story　　M Multiplayer　　O Online Multiplayer

* No icon indicates the feature can be accessed from all modes.

■ Story Mission S

A single player mission to progress the story, with party members automatically added. The main story is divided into chapters, with the main missions divided into acts. You can save your progress between acts and even return to the city.

After clearing a mission, it's necessary to speak to other characters to receive the next mission or clear a free mission, in order to progress the story. You can check your story progress from the **Main Menu** under **Mission Data**.

■ Open Mission
Missions that can be freely accepted, and able to be completed by a single player. Missions are ranked by difficulty from **C** (easiest) to **S** (hardest).

■ Tactical Mission
Some areas have extended missions, or missions with special goals. When accepted in Multiplayer or Online Multiplayer modes, other players in addition to yourself and your partner characters may need to be included in the party.

■ Trade Mission S
These become available as the story progresses. A client will ask you to provide them with a specific item in exchange for a reward.

■ Battle Mission M O
Players fight against each other according to specified rules. Partner characters cannot join these missions, and a minimum of 2 players are required. Players can opt to play in teams, or all against all. On beginning the mission, you will attend a briefing to explain the rules, after which the game will begin. Depending on the outcome, you will receive Battle Points which are reflected on your Partner Card.

■ Challenge Mission M O
Very difficult missions with specified rules such as fixed character and Type LV, and limitations to item usage. Partner characters cannot join these missions, and a minimum of 2 players are required. Choose a Type to begin the mission. Depending on results, Challenge Points will be awarded and reflected on your Partner Card.

■ Urgent Missions
These time sensitive missions occasionally appear at the Mission Counter. They disappear just as fast, so take care not to miss out on the action.

TYPE COUNTER
Approach the Type Counter for a range of Type related services. There are four character Types as follows:

Hunter	Skilled in melee combat. Strong attack and defense. Operates handheld weapons and recommended for beginners.
Ranger	Skilled in long range combat, and makes an excellent support character. Recommended for intermediate players.
Force	Skilled in magic use. Recommended for advanced players.
Vanguard	Skilled in various battle styles, and can take on roles as required.

At the Type Counter you can change your character Type (for a fee), allot Extend Points to upgrade/downgrade your weapon skills, and customize abilities.

WEAPON GRADE BY TYPE
For each Type, your character is weapon graded **C** (easiest) to **S** (hardest) individually for all weapon categories. You can only equip weapons of an equal or lower grade to your character's current Type weapon grade.

TYPE LV
Each Type has its own LV. When Type Points (awarded on clearance of missions) reach a certain value the Type LV will increase.

As Type LV increases, Extend Points for upgrading weapon skills will also increase, and Abilities will be added. These can be managed from the Type Counter.

IN THE FIELD
The field areas are where missions are carried out and monsters are fought. Some fields will have a boss monster waiting at the end – defeat the boss to complete the mission.

GAME SCREEN

❶ **Target Display**
Information on the target currently locked onto.

❷ **Key Display**
Status of keys required to open doors and laser fences.

❸ **Radar Map**
Shows explored areas, and locations of party members and monsters.

❹ **Lock-On Cursor**
Automatically targets enemies within attack range. Will turn red when locked onto an enemy.

❺ **Damage/Recovery Display**
Damage to enemy in white (grey from other party members), damage to party in red, recovery in green.

❻ **Chain**
Shows number of attacks in chain.

❼ **Simple Status**
Own LV, Experience, HP/PP, and party member LV and HP. The color shown next to each character corresponds to their color on the Radar Map.

❽ **Blast Gauge**
When this fills and flashes, a special skill determined by race becomes available.

❾ **Action Palette**
The action button functions are displayed here. Opening the Action Palette allows you to easily change weapons and armor, and use consumable items in your inventory.

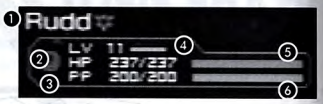
RADAR MAP

Party characters are shown using the same color as on the simple status. When they move beyond the map's range, their icon will flash at the edge in their current direction.

▲ (different colors): Party characters
● (yellow): Monster ● (red): Key
● (pink): Dummy trap
▲ (green): Area start ▲ (blue): Area goal
— (green): Entered gate — (blue): Unentered gate — (red): Locked gate

SIMPLE STATUS

1. Character Name/Leader Icon
2. Character Icon
3. Blast Gauge
4. Level/Experience
5. Current HP (Max)
6. Current PP (Max)



ACTION COMMANDS

analog stick	Move character. Move Goggle View (first-person) camera.
directional buttons	Move camera. Select shortcut (messages and orders).
⊗ button	Dodge (use with analog stick). Access. Pick up Item (hold for multiple items). Select.
○ button	Display Action Palette. Cancel.
△ button	Photon Art (melee, Technic). Charge shot (hold to charge, then release to attack).
□ button	Attack (melee, bullet), Photon Art (bullet, Technic). Display Action Menu (visual character gestures etc.).
L button	Reset camera. Side step (held while moving). Lock-on (held). Toggle first-person camera (with directional button).
R button	Guard. Switch single-handed weapons (when left and right hands are equipped with different weapons).
START	Toggle display of **Main Menu**.
SELECT	Toggle display of Shortcuts (messages and orders), Simple Keyboard.

MOVING CHARACTERS

Use the analog stick to move the character around the field. Push a little to walk, or further to run. Hold the L button to side-step.

CAMERA CONTROLS

The camera will automatically follow the player character. Press the L button to reset the camera behind the character, or use the directional buttons to reposition as desired. Hold the L button while pressing a directional button to switch to Goggle view (first-person perspective), then use the analog stick to adjust the camera. Press the L or ⊗ button to return to normal view.

If you are using certain ranged weapons, you can use Goggle view to take aim using the reticule provided. Other attacks cannot be performed in Goggle view.

SEARCHING FROM CHARACTER'S PERSPECTIVE

In Goggle view, it's possible to see things that aren't normally visible. This is useful for finding hidden items and traps.

LOCK-ON

When there are monsters within attack range, hold the L button to lock onto one of them. While locked onto, your movement will constantly face and follow the monster.

LOCK-ON CURSOR

When a monster is within range, the lock-on cursor will be displayed as follows:

- (Blue) Attack/Lock-On unavailable
- (Red) Attack/Lock-on Available
- (Blue) Attack unavailable/ Locked on
- (Red) Attack available/Locked on
- (Blue) Attack unavailable/ Escaped lock-on

ATTACK

There are three kinds of weapons with a range of effects.

Melee Weapon	Attacks directly at short range, e.g. swords. Attacks do not consume PP, but by linking a Photon Art, you can use PP to unleash a more powerful attack.
Ranged Weapon	Long distance attacks e.g. guns or bows. Some allow attacks while moving. Attacks consume PP, and by linking the Bullet Photon Art, you can increase round capacity. You can also gather energy (Charge Shot) before attacking.
Technic Weapon	Attacks using Photon Art Technics. Comes in various types covering various distances, attributes, and with practice can lead to powerful attacks. Use consumes PP.

CHAIN COMBO

Continuous uninterrupted regular or Photon Art attacks (□ button) will result in a display showing the Chain number. Performing a Technic attack (△ button) while the display remains on-screen will cause its power to be increased proportionally to the chain number displayed, but will reset the chain. The chain display will reset automatically after a short time if no attacks are performed.

COMBO ATTACKS/PERFECT ATTACKS

Press the □ button for a regular attack; up to three attacks can be combined into a combo. On the 2nd or 3rd attack, pressing the button at just the right time will give a Perfect Attack. The character will glow temporarily and inflict greater damage than normal.

CHARGE SHOT

Only available with ranged weapons. Hold the △ button for a short time to charge – the weapon will begin to glow. After a time, a colorful aura will show the charge is complete. Release the △ button to unleash a more powerful attack that consumes greater PP. Releasing the △ button early, or receiving damage while a charge is in progress will reset the charge.

SPECIAL EFFECTS

Depending on the attack, it's possible to inflict greater damage or special effects to enemies. These can also be received from monsters.

■ Blow Away/Knock Back/Down

While the enemies are off balance, their defenses are low so this is a good opportunity for follow up attacks.

■ Status Abnormalities

Change enemy status to fire, ice etc. This will end after a short time or with an appropriate recovery item/Technic.

USING THE ACTION PALETTE

During a Mission, press and hold the ◉ button to display items, weapons and armor in the Action Palette. Use the directional buttons and release the ◉ button to choose which weapon or armor is equipped, or to use an item.

VIEWING THE ACTION PALETTE

❶ **Button details**: action associated with each action button.

❷ **Left-hand weapon marker**: shown when a weapon is equipped to left hand; weapon icon will flash in red. Press the R button to toggle.

❸ **Equipped weapon icon**: shows weapon, armor and Element.

ACTION PALETTE SETTING

From the **Main Menu**, select **Items** and then **Weapons**, **Armor** or **Item**. Choose the equipment to set in the Action Palette, then select **Add To Palette** from the menu. Choose a slot to enter the equipment. Six slots are available for weapons, armor and items respectively. In the case of weapons, a single slot can contain one or two single-handed weapons, or one double-handed weapon. Equipment is removed via the same process.

DEFENSE

There are various ways to defend against monster attacks.

GUARD

When equipped with a double handed weapon or a single handed weapon with shield, press the R button to Guard. This significantly reduces incoming damage and prevents status abnormalities. PP is consumed.

■ Perfect Guard

Using guard with the correct timing in response to an attack allows Perfect Guard, which completely eliminates incoming damage. You can also counter attack immediately after letting the guard down.

■ Perfect Guard with Shield

A successful Perfect Guard with a shield allows you to counter-damage the monster as determined by the shield's parameters.

DODGE

Press the ⊗ button while holding the analog stick in a given direction to execute an emergency evasion move. During Dodge you will not receive damage, so it's useful for escaping attacks or after stepping on traps. PP is consumed.

AUTOMATIC GUARD

Attacks from the front will be automatically guarded against. Effectiveness is determined by your own Basic Evade and enemy Attack parameters.

GAMEPLAY

MONSTER APPEARANCES

Monsters will appear and attack at specific points on the field. Some may have weapons, and some groups may have a leader.

MONSTER LEADER

Leaders when present will appear different to the other monsters, and in addition to being more powerful may also offer support functions. Such leaders will appear on the target display as follows depending on their support abilities:

Leader | Raise attack | Raise defense | Raise intelligence | Raise recovery

UNIQUE MONSTER

Some monsters surrounded by a bright aura will suddenly change and become powerful, so attack with caution. They sometimes drop special items.

SPECIAL ABILITIES BY RACE

After certain conditions are met, humans and newmans can acquire Mirage Blast, casts acquire SUV Weapon, and beasts Nano Blast. These are very powerful weapons affecting enemies over a wide range, as well as some providing some recovery action to party members.

CONDITIONS

Reach LV 10, purchase the relevant item from the Shield-Weave shop and link to your Shield-Weave as a Module.

ACTIVATING

When Blast Gauge is full in simple status, stand still and press the ◉ and △ buttons together. Blast gauge increases as damage is inflicted and received.

STATUS ABNORMALITIES

Can be inflicted on enemies using Photon Arts, or received from certain monsters, traps etc. Icons are shown in the simple status as follows.

Fire
HP will decrease slowly over a set period. It will not reduce to zero.

Shock
Some attacks including skills and bullets unavailable.

Ice
Movement becomes impossible for a set period. Incoming attacks may be sufficient to thaw.

Confused
Movement and attack targets will become random for a set period. Friendly targets may also be attacked.

Infected
Reduces stamina, and makes it easier to attain status abnormalities.

Poisoned
HP will decrease slowly over a set period. It will not reduce to zero.

Paralyze
Enemies cannot move, and players can only move for a set period.

Sleep
All attack, movement and item use becomes impossible. Guard is also impossible. An incoming attack may wake you.

Slow (no icon display)
Movement and attacks etc. will become sluggish.

STATUS CHANGE

Technic use may cause a change in status as follows. Only one status change can be effective at a time, and higher LV takes priority.

(Red) Increased attack and Technic

(Red) Decreased attack and Technic

(Blue) Increased defense and stamina

(Blue) Decreased defense and stamina

EXPERIENCE

Defeat monsters to receive Experience points. If another character defeats the monster, then as long as you've attacked it once you'll receive 70% of the usual experience awarded (100% from bosses introduced by movie scene).

GAINING LEVELS

Increase experience to a specified value to increase your level. This improves parameters across the board, and restores HP and status abnormalities.

UNABLE TO FIGHT

If HP reduces to zero, you will become unable to fight. Unless you have a recovery item or another player helps you, then the battle is over for you, and you will return to the ship.

DROPPED ITEMS

Items appear when you defeat certain monsters or destroy containers. Press the ⊗ button nearby to pick up. Yellow boxes contain weapons, blue boxes contain armor, and green boxes contain items. Smaller gold boxes are meseta.

QUICK ORDER

Partner characters will exercise their own judgement in battle and support roles. Depending on circumstances though, you can issue additional instructions known as Quick Orders. Press SELECT while in the field to open the Shortcuts. In Story mode, Quick Orders can be selected, whereas In Multiplayer and Online Multiplayer modes, you can toggle between Quick Orders and Quick Text (messages you can enter via the Simple Keyboard).

ORDER TYPES

Free:	Act according to own judgement.
Melee:	Prioritize melee attack.
Ranged:	Prioritize ranged attacks.
Heal:	Prioritize healing/support.
Follow:	Prioritize following the player.
Blast Charge:	Prioritize charged attacks.
Blast Release:	Use Mirage Blast/SUV Weapon/Nano Blast when gauge is full.

USING TRAPS

Traps bought at the shop can be added to the Action Palette and used. Select the trap and press the ◉ button to set. The trap will go off after a period of time and any enemies in range will be damaged or given status abnormalities.

SYSTEM

WEAPONS

There are three different types of weapons; melee, ranged and Technic. There are also differing ways to equip weapons depending on Type, including single and double handed weapons.

PHOTON ART

Photon Arts allow commands that cause greater damage than a regular attack, status abnormalities, recovery, and other support functions, while consuming PP. Functions are divided into attack, bullet and Technic.

PP (PHOTON POINTS)

Each character has a certain amount of PP, a portion of which is consumed when using Photon Arts, ranged weapons, charge shots, guard, dodge etc. PP recovers automatically over time.

ACQUIRING PHOTON ARTS

Typically these come on discs purchased at the shop or as drop items. From the **Main Menu**, select a disc from **Items → Item**, and select **Learn** to acquire the art. The art can then be linked to a weapon via **Items → Weapons**, and used in battle.

To return a learned art to its disc, Select **Technics** in **Player Information**, and choose the art to forget.

TECHNIC LV

Depending on the Technic LV, the range and power can vary. Increase the LV of a Technic by learning from a disc with a higher LV.

PHOTON ART CATEGORIES AND TYPES

There are three distinct categories of Photon Arts as follows:

Skill	Photon Art linked to melee weapons. Increases damage with attacks. Specific skills vary depending on weapon.
Bullet	Links to bullet weapons. Attaches effects to bullets.
Technic	Photon Art linked to Technic weapons. Can fulfill attack, recovery and support roles. Technics can be linked to all magic weapons.

ARMOR

Most armor comes in the form of a Shield-Weave. A Shield-Weave has a number of slots in which the user can place Modules enabling a variety of effects. Shield-Weaves and Modules also have grades; higher graded Modules cannot be placed in a lower graded Shield-Weave. Modules are placed via **Items → Armor**. A single Module can be linked simultaneously to up to six Shield-Weaves.

WEAPONS AND ARMOR ELEMENTS

Even amongst the same weapons and armor, element and bonus values can increase its monetary worth and application. If a monster has a particular element, attacking with a weapon of the opposing element is more effective. Similarly, armor is more effective when it matches the element of the attacking creature.

ITEMS

There are two kinds of items; consumable items which will disappear from your inventory once used, and regular items which can be used, equipped, and traded.

RARE ITEMS

Rare items are found in red boxes which are occasionally dropped. If you find one in Multiplayer or Online Multiplayer modes, the details will be flashed on-screen for all players to see.

MAIN MENU

Press START during gameplay to display the **Main Menu** as detailed below.

ITEMS

View the Inventory window as follows:

❶ Total Items

The number of items you have in total, and in each category.

❷ List Window

Items separated by category (Weapons, Armor, Item, Clothes/Parts, Others). The following icons are displayed to the left of items for reference:

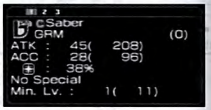
Equipped (blue) | In Action Palette (yellow) | Not available | Grade (C/B/A/S)

❸ Status Window

The status of the selected item is shown here. Numbers displayed in red show an increase, blue a decrease, and green if already purchased (shop only).

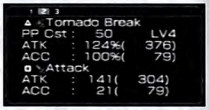
When a weapon is selected:

- Maker logo, Grade, Item Name
- Maker (Times upgraded)
- Attack/Magic Strength (Max) ▮ Accuracy (Max)
- Element (Element Bonus)
- Special Effect, Effect LV
- LV to Equip (Current LV/Grade)



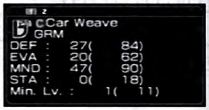
Photon Art Linked to Weapon

- Button, Category, Name
- Photon Art Skills, Bullets, and Ranged Weapons:
  - PP Cost (Photon Art LV)
  - Attack Strength Ratio (Actual Strength)
  - Accuracy Ratio (Actual Accuracy)
- Attack with Melee Weapon: Strength (Max), Accuracy (Max)
- Technic with Technic Weapon: PP Cost (Photon Art LV), Magic Strength Ratio (Actual Magic Strength)



Armor (Shield-Weave)

- Maker Logo, Grade, Name ▮ Maker
- Defense (Max) ▮ Evade (Max)
- Mind (Max) ▮ Stamina (Max)
- Required LV (Current LV)
- Linked Module ▮ Element, Element Bonus



Armor (Module)

- Module Name ▮ Maker Logo, Grade, Maker Name
- Module Type ▮ Module Effect
- Restrictions by LV or Race

USING EQUIPMENT

The following options appear depending on the item/equipment you select:

- **Add to Palette:** Set item to the Action Palette.
- **Link Photon Art:** Choose a Photon Art and link to a weapon.
- **Link Module:** Choose a Module and link to a Shield-Weave.
- **Cancel All:** Unlink a Module from all Shield-Weaves.
- **Use:** Use the item straight away.
- **Learn:** Use a disc to learn a Photon Art.
- **Drop:** Put on the ground (field only).
- **Shared Storage:** Place item in Shared Storage.
- **Discard:** Throw away unneeded items.

If your item space fills up on the field, send unneeded items to the Shared Storage. This will allow you to pick up other valuable items such as weapons.

PLAYER INFORMATION

STATS

- **LV/Race**
- **Type/Gender**
- **Special Abilities**
  Displays availability of Mirage Blast, SUV Weapon or Nanoblast.
- **HP/PP**
  Shows current and maximum HP and PP.
- **Ba ATK:** Basic Attack Strength
- **Ba DEF:** Basic Defense Strength
- **Ba ACC:** Basic Accuracy Strength
- **Ba EVA:** Basic Evasion Strength
- **Ba TEC:** Basic Technique Strength
- **Ba MND:** Basic Mind Strength
- **Ba STA:** Basic Stamina Strength
- **Exp.:** Experience
- **Next LV**
  Shows the value of experience required to increase LV.
- **Meseta**
- **Blessing**
  Shows effects received by the Mystic.
- **MS Augmentation**
  Shows the effect of support from MySynth.

EQUIPMENT: Shows a list of all equipped items.

Photon Arts: Shows a list of all learned Photon Arts. Select from here to return one to its disc.

TYPES: Shows a list of each Type's LV, equipped Abilities, Extend Points, grade, and status comparisons at time of change.

MAP

Shows a map of pertinent local information. Use the directional buttons to move the display, and the L / R buttons to zoom.

MISSION DATA

PROGRESS: Shows progress of main story and client requests.

QUIT MISSION: Abandon the current mission and return to the city.

COMMUNITY

PARTY

- **Invite Partner**
  The leader can invite MySynth and other characters to join party.
- **Leave Party** M ●
  Party members can select to return to the Matching Counter.
- **Disband Party** ●
  Party leader can dissolve the party and return to the Matching Counter.
- **Remove Member** M ●
  Party leader can return a member to the Matching Counter. An invite can allow them back.
- **Party Settings** ●
  Party leader can change set conditions.

SIMPLE MAIL ●

Exchange messages with friends, and receive official announcements.

PARTNER CARD

A card containing your character's information and statistics to exchange with friends. Note that all 8 characters share the same Partner Card.

- **Partner Cards**
  Select a friend to view and manage their Partner Card.
- **Partner List**
  View and manage your partner characters.
- **Your Card**
  The card you can pass to others. You can also add comments.
- **Send** M O
  When other players are in the party, you can give them your card. If they choose to receive it then you will be registered as a friend.
- **Receive Card** M O
  Receive a card to register the character as a friend. Up to 4 non-received cards can be held at a time, with the oldest being deleted first as new cards come in. Up to 100 cards in total can be received.
- **Edit Card Name**
  Change the name on your card. Defaults to the originally set name of first character. The card name is the same for all 8 saved characters.
- **Ranking Data**
  See how you compare to your friends in a variety of categories.

BLACKLIST O

Manage your list of blocked players.

QUICK TEXT

Register message shortcuts for display during gameplay.

AUTO WORDS

Set messages to be automatically displayed during certain conditions.

CHAT LOG M O

See the record of live chats.

SYSTEM

SAVE: Save your game progress from the city only.

OPTIONS

- **Text Display Speed**
  Set the speed that messages are displayed.
- **Music Volume**
- **Sound Effect Volume**
- **Radar Map Display**
  Set radar to be based on Direction or Camera.
- **Detailed Display**
  Decide how button icons should be displayed when commands become available.
- **Main Menu Cursor Position**
  Set menu cursor to return to top on open, or retain former position.
- **Player Data Display** M O
  Decide whether or not character information will be shown above their heads in the field.
- **Camera Controls**
  Decide camera controls when following player and 1st person.
- **Weapon/Technic Swap**
  Decide whether Technics of single handed weapons and some magic weapons are set by holding the button or clicking once.
- **Lock-On**
  Decide whether lock-on is set by holding the button or clicking once.
- **L/R Button Settings**
  Switch the commands assigned to the two buttons.
- **Install**
  With Install data already saved to the Memory Stick Duo, set this option to ON to activate.
- **Back**
- **Return to Default**

RETURN TO TITLE MENU

Quit the game in progress and return to the Title Menu. Please note that saving is not automatic, and any unsaved progress will be lost.

MULTIPLAYER

Allows up to 4 players to play via Ad Hoc Mode. Receive missions at the Mission Counter, form a party with your friends, and head for the field to fight!

STARTING THE GAME

After creating or selecting a character, select Multiplayer from the **Title Menu**. Players then follow different paths depending on whether they're the party leader, or party member.

LEADER

The party leader should select **Form Party**. As others join the party, their names will appear. When all members are accounted for, select Begin **Party Play** to begin.

MEMBER

Select **Join Party** and choose the leader's profile.

Play begins in the city area. Prepare before entering missions at your ship. When the Leader selects a mission, it will begin.

ONLINE MULTIPLAYER

Tackle missions with other players from around the world via Infrastructure Mode.

Online Multiplayer is a free service. Connection fees may be incurred depending on your internet service provider. Note that this service may be terminated permanently after a certain period. A PlayStation®Network account is also required.

ACQUIRE LITTLE WING LICENSE

1. From the **Home** menu, select **PlayStation®Network → PlayStation®Store**.
2. Select **Enter Code**. Find the 12 digit code supplied with this manual and enter it to register the product and receive your Little Wing License.

BEGIN INTERNET MULTI MODE

Select **Internet Multi Mode** from the Title Screen. The PSP® system will sign into PlayStation®Network. Click **Agree** when the EULA is displayed to continue.

MATCHING COUNTER

Here's where you find other players to join party or exchange mail etc.

UNIVERSE (SERVER) SELECT

The ☆ mark shows the number of players on each server. Note that Matching can only be provided among players on the same server. Make sure your friends are on the same server as you if you want to join them.

MATCHING COUNTER MENU

Select a Universe and the Matching Counter Menu will be displayed.

View Party List

Search random parties currently formed. Choose a party from the list to join.

Form Party

As a leader, decide rules and conditions and form your own party. Select **Form a Party** to return to the city and wait for members.

Note that Conditions are as a reference for players looking to join, but do not limit party membership. Once the leader starts the Mission, the party will be unavailable at the matching counter.

Find Party
Search for a party according to the conditions set up by the party leader. Then choose one from a list.

- **Conditional Search:** Choose search conditions.
- **Friend Search:** Search for a party with registered friends.
- **Party Search:** Enter party name to search.

Simple Mail
Exchange mails with registered friends.

ETIQUETTE AND BLACKLISTS

Please behave in accordance with the following guidelines:

- The name you choose can be seen by anybody, so please take care in avoiding names that others may find offensive.
- Chat and Simple Mail allow casual chat between players. Please be polite to other players and avoid saying things that may cause offense.
- Other players can see chat conversations. Take care to avoid giving away personally identifiable information, or anything that may be against the law.
- Shutting down your PSP® system or exiting the Online Multiplayer mode during gameplay will cause significant inconvenience to other players. Please exit the game from the city.

BLACKLIST

Adding a player to your Blacklist prevents them from appearing in matching results or sending you mail.

CHAT SHORTCUT

Press SELECT to display the Shortcut window. Use the directional buttons ⬅ ➡ to toggle Quick Messages and Quick Orders, and ⬆⬇ to select a message. Quick Messages allow you to communicate messages listed in **Main Menu → Community → Quick Text**. Quick Orders are as detailed on p.12.

SIMPLE KEYBOARD

Press SELECT twice to display Simple Keyboard. Here you can enter a message directly.

AUTO WORD

Automatically display messages depending on situation. Can be set via **Community → Auto Words**.

ACTIONS

Attract attention in city areas by performing actions. These are also a fun way to express personality.

ONLINE GAMEPLAY

The two multiplayer modes vary from Story Mode in the following ways:

FIELD LAYOUT

CHECKPOINTS

These are found in the field near the entrance. Set a Checkpoint using the ⊗ button (flashes white) to set it as a teleport location.

TELEPORTERS

In some instances, a teleporter is positioned before the final Boss area. All party members must be gathered before it can be activated.

COLLECTING ITEMS

USE ITEM TRADER

Found in the city Cafe. Please see p.4 for a fuller description.

PLACE ITEMS

In the field, select **Drop** from **Items** to place an item on the ground. Other players can then pick it up. Recovery, power up and consumable trap items can be traded this way.

In Challenge Missions, all items not set in the Action Palette can be placed.

DROP ITEMS

Drop items will vary depending on the player. Only you can pick up the items that appear on your screen. If another player picks up a rare item, details will be flashed on the screens of all players.

PARTNER CARD UPDATE

When playing with a registered friend, the Partner Card will update automatically with latest information and statistics. Information on Partner Cards can be checked from **Community → Partner Card → Partner List**.

SINGLE PLAYERS

In these modes, the Story Mode and mission contents, strength of monsters etc. will change. To tackle missions as a single player, use the following process. Note that partner characters can be added in any game mode.

START MULTIPLAYER AS A SINGLE PLAYER

Select **Form Party** at the Matching Counter. Then select **Party Play** without waiting for members to join.

START ONLINE MULTIPLAYER AS A SINGLE PLAYER

Select **Form Party** at the Matching Counter, then select **Form a Party** to play as a single player. However, unless you set a password to the party, other players will be free to join. Your party cannot be joined while a mission is in progress.

Join the SEGA Community!

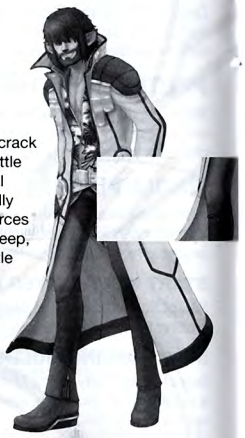
Be the first to find out about the latest SEGA developments via the following services:

- Blog: http://blogs.sega.com/
- Forums: http://forums.sega.com/
- Facebook: http://www.facebook.com/Sega
- Twitter: http://twitter.com/SEGA

CHARACTERS

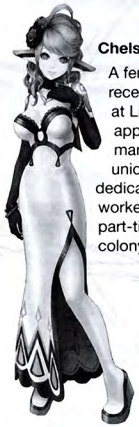
Emilia Percival

A human girl working for Little Wing. Knowing nothing of her past or her parents, she is listless and lacks direction. She occasionally shows flashes of an unusually sharp intellect, but these are few and far between...



Kraz Meuhler

A male beast and once crack detective in charge of Little Wing. He's Emilia's legal guardian, though he really wishes he wasn't. He forces her to work to pay her keep, even though he does little more than flip through magazines himself.



Chelsea

A female Cast in charge of reception and accounting at Little Wing. Though her appearance and speech mannerisms are somewhat unique, she is a dedicated and efficient worker. She also works part-time at a pub in the colony's resort area.

???

A mysterious spiritual entity surrounded by a golden aura, and only visible to those who share a unique bond. As part of a series of events, her fate became entwined with those of our friends at Little Wing.

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To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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To register this product, please go to www.sega.com

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

VALKYRIA CHRONICLES II

AVAILABLE NOW!
EN VENTE MAINTENANT!

PlayStation.Portable

SEGA

TEEN	ADOLESCENTS™
Blood	*Sang*
Mild Language	*Langage grossier*
Suggestive Themes	*Thèmes suggestifs*
Violence	*Violence*

ESRB CONTENT RATING
CLASSIFIE PAR L'ESRB

www.esrb.org

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Requires full version of the game to play
La version complète du jeu est requise pour jouer

PlayStation®Network

Exclusively for use with *Phantasy Star™ 2 Portable*, for activation from the PlayStation®Network (game sold separately). NO DISC INCLUDED.

Utilisable uniquement avec *Phantasy Star™ 2 Portable*; activation par le biais du PlayStation®Network (jeu vendu séparément). AUCUN DISQUE INCLUS.

For the first time *Phantasy Star Portable* goes online by allowing up to four player co-op or competitive online play via Online Multiplayer mode. See back for details.

Pour la première fois, *Phantasy Star Portable* peut se jouer en ligne et permet à un maximum de quatre joueurs de jouer en mode coopératif ou de s'affronter grâce au mode Multijoueur en ligne. Voir l'endos pour plus de détails.

PlayStation®Portable

PlayStation®Network

SEGA®

ACTIVATE ONLINE MULTIPLAYER MODE

Requires full version of the game to play

Code redemption instructions:
To enable Online Multiplayer mode you'll need a PlayStation®Network account. If you don't have a PlayStation Network ID, click Create Account to sign up.

1. Open an account on the PlayStation®Network (or use an existing account)
2. From the PlayStation®Network icon on the XMB, select 'Account Management'
3. Enter 'Transaction Management'
4. Select 'Redeem PlayStation®Network or Promotional Code'.
5. Enter voucher code. Please note that the voucher code is case-sensitive and must be entered exactly as displayed.

Once the voucher code has been entered correctly click 'Continue'. When you play the game you will now be able to enter Online Multiplayer mode. Please note you can only redeem each code once.

ACTIVATION DU MODE MULTIJOUEUR EN LIGNE

La version complète du jeu est requise pour jouer

Instructions pour l'obtention du code d'activation :
Pour activer le mode Multijoueur en ligne, vous devez posséder un compte sur le PlayStation®Network. Si vous n'avez pas d'ID PlayStation Network, cliquez sur Créer un compte pour vous inscrire.

1. Ouvrez un compte sur le PlayStation®Network (ou utilisez un compte existant).
2. À partir de l'icône PlayStation®Network du menu XMB, sélectionnez « Gestion du compte ».
3. Sélectionnez « Gestion des transactions ».
4. Sélectionnez « Utiliser code ».
5. Entrez le code d'activation. Veuillez noter que le code est sensible à la casse. Par conséquent, les lettres doivent être saisies exactement comme elles apparaissent.

Une fois que le code d'activation est entré correctement, cliquez sur « Continuer ». Ainsi, lorsque vous jouerez à ce jeu, vous aurez maintenant accès au mode Multijoueur en ligne. Veuillez noter que chaque code d'activation ne peut être utilisé qu'une seule fois..

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The voucher can only be redeemed by the PSN account holder who meets the minimum age requirement from the ESRB.

TEEN	ADOLESCENTS ™
T	Alcohol Reference — *Mention d'alcool* Fantasy Violence — *Violence fictive* Suggestive Themes — *Thèmes suggestifs*
ESRB CONTENT RATING CLASSIFIE PAR L'ESRB	www.esrb.org

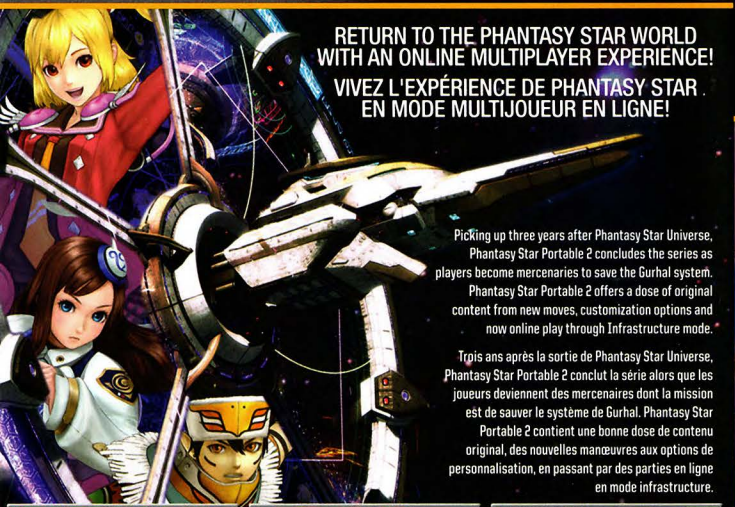
Online Interactions Not Rated by the ESRB
Les échanges en ligne ne sont pas classés par l'ESRB

REDEMPTION CODE / CODE D'ACTIVATION

PlayStation.Portable PlayStation.Network SEGA®

PlayStation®Network

MULTIPLAYER • LOBBIES/MATCHMAKING
MULTIJOUEUR • SALONS DE JEU/OPTIMATCH



RETURN TO THE PHANTASY STAR WORLD WITH AN ONLINE MULTIPLAYER EXPERIENCE!

VIVEZ L'EXPÉRIENCE DE PHANTASY STAR EN MODE MULTIJOUEUR EN LIGNE!

Picking up three years after Phantasy Star Universe, Phantasy Star Portable 2 concludes the series as players become mercenaries to save the Gurhal system. Phantasy Star Portable 2 offers a dose of original content from new moves, customization options and now online play through Infrastructure mode.

Trois ans après la sortie de Phantasy Star Universe, Phantasy Star Portable 2 conclut la série alors que les joueurs deviennent des mercenaires dont la mission est de sauver le système de Gurhal. Phantasy Star Portable 2 contient une bonne dose de contenu original, des nouvelles manœuvres aux options de personnalisation, en passant par des parties en ligne en mode infrastructure.

- Play cooperatively or competitively against players from around the world.
- The Phantasy Star universe returns with all-new storyline, missions, enemies and weapons
- Execute new techniques and abilities in addition to the revised battle system
- Jouez en mode coopératif ou affrontez d'autres joueurs de partout sur la planète.
- L'univers de Phantasy Star revient avec un tout nouveau scénario, de nouvelles missions, des ennemis et des armes inédits.
- Utilisez de nouvelles techniques et habiletés et profitez d'un nouveau système de combat.

UMD

Player 1
Joueur 1

Memory Size 650 KB
Mémoire 650 Ko

Ad Hoc Players 1 – 4
Joueurs en mode Ad Hoc 1 – 4

Infrastructure Players 1 – 4
Joueurs en mode infrastructure 1 – 4

SEGA®

Internet connection may be required for certain Wi-Fi functionality. Player responsible for Wi-Fi fees.
Une connexion Internet peut être nécessaire pour certaines fonctions Wi-Fi. Le joueur est tenu d'assumer les frais inhérents à l'utilisation de la technologie Wi-Fi.

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